

To familiarize yourself with the notation and terminology for the cubes and moves, look at the sequence of moves on the opposite page. You may wish to duplicate this sequence with your cube. I suggest choosing a dark color (e.g., blue or green) to correspond to the dark color on the drawing of the highlighted individual corner cube.

The first move is a clockwise quarter turn of the R face (cube 1 to cube 2 on the opposite page). It is symbolized by R+ and takes the highlighted corner cube from the FRT (front, right, top) position to the PRT (posterior, right, top) position.

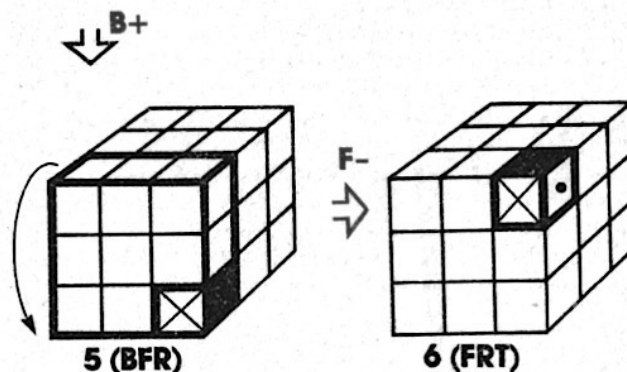
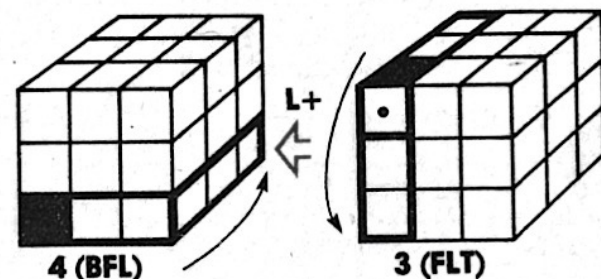
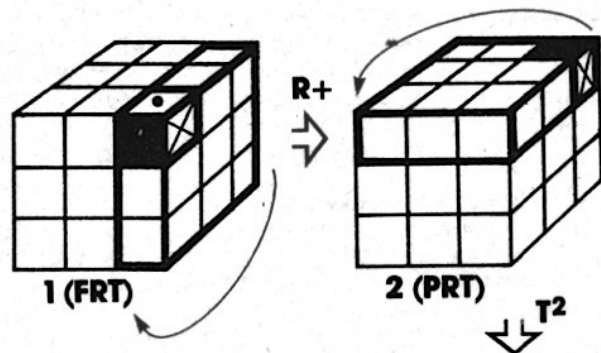
The second move (cube 2 to cube 3) is a half turn of the T face and takes the highlighted cube from PRT to FLT.

The third move is a clockwise quarter turn of the left face. The corner cube moves from FLT to BFL.

The fourth move is a clockwise quarter turn of the B face. The corner cube moves from BFL to BFR.

The fifth move is a counterclockwise quarter turn of the F face. The corner cube moves from BFR back to FRT where it started, but note that the orientation is different.

I suggest trying them to get used to the clockwise and counterclockwise rotations for the various faces, particularly the B, R, and L faces, which are used repeatedly. No rotation of the P face is shown since it is never used. (I find it too difficult to turn this face while holding the cube nearly fixed during a sequence of moves and have therefore not included it in any moves.) Try to duplicate this sequence on your cube. Although this particular sequence is never used in the solution, it indicates how it is possible to "rotate" a corner cube to a different orientation by a sequence of moves. A trick to developing a solution is to discover sequences that do this without scrambling previously placed and oriented cubes.



SAMPLE SEQUENCE OF MOVES